

LEGENDARY[®]

REVELATIONS



Scarlet Witch, Quicksilver, and War Machine have finally emerged from the shadows. But the Avengers are tested as never before when dark *Revelations* force them to question everything they know. A new team of Dark Avengers steals the spotlight, subverting the Avengers' reputation to evil ends. Transforming schemes of deception and corruption make it hard to tell good and evil apart. The Hood and Mandarin manipulate secrets to turn Avenger against Avenger. Scarlet Witch's fragile sanity cracks, warping the world into the House of M. Soon the Heroes are haunted by dark memories of tragedy that even Quicksilver's speed can't escape. Sinister strongholds cast their shadow across a Lethal Legion and Army of Evil on the march. Daring to hope, the Avengers prepare their incredible powers for a desperate last stand.

Hyperspeed

This new keyword represents how Heroes like Quicksilver and Speed move blindingly fast, battering opponents with a flurry of unpredictable strikes. It also includes hyperspeed flight, hypersonic cannons and hyper-fast volleys of arrows.

- Some Hero cards say things like "Hyperspeed 5." This means **"Reveal the top 5 cards of your deck. You get +1 for each card with an icon you revealed this way. Discard all those cards."**
- It doesn't matter what numbers are in the icons. Ignore ★ and other icons on the revealed cards.
- When building a deck with lots of Hyperspeed, you will want as many cards with icons as you can get – including cards with "0+" printed inside their icon.
- You can also cleverly use abilities that let you set up the top card of your deck to have an icon right before you play a card with Hyperspeed.
- Some cards explicitly tell you to "Hyperspeed 3 for ★." This means "Reveal the top 3 cards of your deck. You get +1★ for each card with a ★ icon you revealed this way. Discard all those cards."
- Finally, some cards say "Hyperspeed 3 for ★ and ." In this case, if you revealed one card with a ★ icon and two cards that each had ★ and icons, you would get +3★ and +2. Cards with both ★ and icons can be very useful with Hyperspeed!

Dark Memories

In the theme of *Revelations*, this new keyword represents the way The Hood and his gang find every dark secret in a Hero's past and use it against them.

- Some Villains and Masterminds have the keyword "Dark Memories." This means **"This gets +1 for each Hero Class among cards in your discard pile."**
- Likewise, some Hero cards like Ronin and Scarlet Witch also have "Dark Memories," drawing power from the tragedies of their pasts. Playing a Hero card with this keyword gives you that same bonus: "You get +1 for each Hero Class among cards in your discard pile."
- The Hero Classes are , , , , and , so Dark Memories can give anywhere from +0 to +5. Grey cards like S.H.I.E.L.D. Agents don't have a Hero Class.
- It doesn't matter how many cards of a particular Hero Class you have in your discard pile. So if your discard pile were three cards, four cards, and five grey S.H.I.E.L.D. Agents, Dark Memories would give +2.
- Recruiting Heroes, Hyperspeed, and other discard abilities may increase the Dark Memories bonus. Likewise, if you draw or reveal enough cards that you have to shuffle your discard pile to make a new deck, the Dark Memories bonus will go back to +0. Time your plays and build your deck carefully to turn Dark Memories to your advantage!
- You can minimize the of The Hood and his gang by building a deck with very few Hero Classes. Or you can maximize the of Heroes with Dark Memories by recruiting many Hero Classes.
- "Double Dark Memories" means double the bonus.

Last Stand

This new keyword represents how a Dark Avenger fights hardest when all alone, back to the wall, making a last stand. Treacherous and cruel, they don't understand the teamwork of the real Avengers.



- Some Villains say "Last Stand." This means **"This gets +1 for each empty space in the city."**
- Some Captain Marvel and Photon cards also say "Last Stand," representing how they fight their hardest near the end of a battle. Likewise,

this means “You get +1  for each empty space in the city.”

- Choose the order you fight Villains carefully when Last Stand is in the game!
- If a Mastermind or Scheme causes a city space not to exist, that does not count as an “empty space.”
- “Double Last Stand” means double the bonus.

Locations

The *Revelations* set adds a completely new card type to *Marvel Legendary*®: **Locations**. These cards represent infamous strongholds in the Marvel Universe. Every Villain Group in the set contains at least one Location.

- When a Location is played from the Villain Deck, place it above the nearest city space that does not have a Location. Leave enough room that Villains can move through the city as normal.
- Once placed, Locations don’t move. Villains don’t push Locations forward. You can have a Villain in a city space that has a Location above it.
- Most Locations specify special abilities that happen when you fight Villains in that space. Some Locations become stronger when there’s a Villain in that space. Some Villains and Masterminds say they become stronger based on Locations.
- You can fight a Location by spending the listed amount of , putting it into your Victory Pile, and doing any Fight ability the Location may have.
- If a new Location is played, and every city space already has a Location, then KO the Location with the lowest  to make room. (If tied, the current player chooses.) This might KO the newly played Location or one of the previous Locations.
- In 1-player solo mode, when a Location tells “each other player” to do something, do it yourself.

Location Clarifications

- **Locations do not count as Villains.** Special abilities that mention Villains do not work on Locations.
- If a Mastermind or Scheme destroys a city space with a Location, KO that Location.
- A city space with a Location above it and no Villains still counts as “empty” for abilities like Last Stand.
- Each Mastermind in the set has at least one Tactic that becomes a Location. You win when the Mastermind has no face down Tactics left under them. You don’t also have to defeat all the Tactic cards that have turned into Locations in the city.
- Locations don’t usually capture Bystanders, but some card abilities can make them capture Bystanders. Rescue them when you fight that Location.

Double-Sided Transforming Schemes

In keeping with the *Revelations* theme, all the Schemes in this set are double-sided “Transforming Schemes.” Start with the side face up that says “Setup.” Whenever it tells you to “Transform this Scheme,” flip it over. Use only the rules showing on the side currently face up.

Mandarin’s Rings

Mandarin’s Rings are the first Henchman Group that isn’t 10 identical cards. Instead, it’s 10 unique cards. When using these with a Mastermind besides Mandarin, they represent blasts of power from a distance, without facing the full might of Mandarin in person.

Game Contents

Rules insert and 200 cards:

- 9 New Heroes of 14 cards each (Each Hero has 1 rare, 3 uncommons, 5 of one common, and 5 of another common)
- 4 New Villain Groups of 8 cards each
- 2 New Henchman Groups of 10 cards each
- 3 New Double-Sided Epic Masterminds (Each has 1 Mastermind card and 4 Mastermind Tactic cards)
- 4 New Double-Sided Transforming Schemes
- 3 New Special Bystander types (1 copy each)

Credits

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